

MONTENZUMA'S RETURN

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For immediate release:

Anyone who was playing games in 1994 will recall this game as a classic, appearing on all formats as "Montezuma's Revenge" and winning universal acclaim from the press and gaming community alike. Now, after a 13 year sabbatical, the game that helped create an industry is back in all its glory, and sporting a new first-person guise for 1998.

Rob Jeager, the original title's creator, is enthusiastic. "In Montezuma's Return we take real-time 3D to the next level by creating the most immersive interactive experience to date. Yes, the first-person player has fully animated 3D arms and legs [as oppose to sprites or invisible limbs in other games], but more importantly is the fact that you can use them - not only to fight, but to climb ropes, swim, and manipulate artifacts within the environment."

Take on the role of Max Montezuma, the sole surviving descendent of the legendary King Montezuma himself. In short, his wealth is your wealth and so you travel to Mexico and violate the Aztec emperor's ancient temple in search of the booty, and in spite of the curse placed to ward off intruders. Throughout the journey, you gather fruit and treasure, while fighting off numerous enemies, to collect points within 9 whopping levels and 9 additional bonus rounds of addictive gameplay.

Each level is massive, with six major puzzles and some smaller ones combining with limitless exploration and combat to deliver at least 50 hours of gameplay [the original game was an estimated 20 hours long]. Engage in manual combat with hordes of angry Aztec warriors, humanoids, vultures, witch doctors, apes, giant rats, tigers and even domestic cats - each striving to protect centuries of history - and each produced with glorious 3D effects. Their movement and detail is quite incredible.

Designed with no gore in mind, the game is a first-person perspective inspiration. Games don't have to be full of blood and weapons to hit the right

spot and, as proved by Montezuma's historical role in the 1980's, the time could just be right to introduce a whole new gaming community to Max Montezuma and his burning desire to claim what is rightfully his.

Game Features

- Utopia Technologies' proprietary UVision graphics technology
- Stunning graphics in 65,000 colours with standard SVGA cards
- Support for all 3Dfx cards and Voodoo 2 ready
- Realistic, on-the-fly interaction with true physics
- Designed around being played in a true 6 degrees of freedom world
 - where you have to look and move in every direction
- The first console-style 3D action PC game
- Challenging 3D puzzles
- Exciting combat scenarios with dozens of realtime 3D animated characters
- The first PC game to have realtime 3D arms and legs that are used in the game to solve puzzles, climb on the ropes, jump, swim and for combat
- Realistic 3D sourced sound effects
- Compelling original soundtrack

Published By Take 2 Interactive.

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